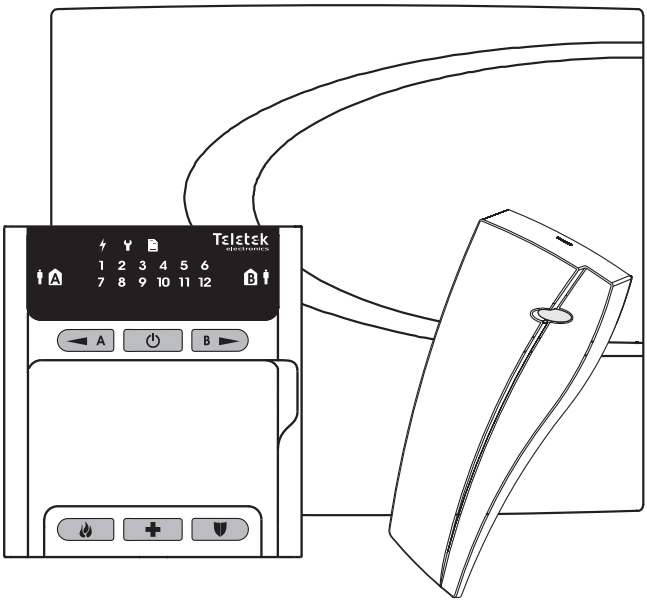
Teletek electronics



English

CA62 User's Manual - Operation with LED62 Keypad and PR62 Proximity Cards Reader

CE

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General Information

Guarantee

During the guarantee period the manufacturer shall, at its sole discretion, replace or repair any defective product when it is returned to the factory. All parts replaced and/or repaired shall be covered for the remainder of the original guarantee, or for ninety (90) days, whichever period is longer. The original purchaser shall immediately send manufacturer a written notice of the defective parts or workmanship, which written notice must in all cases be received prior to expiry of the guarantee.

International Guarantee
Foreign customers shall enjoy the same guarantee rights as those enjoyed by any customer in Bulgaria, except that manufacturer shall not be liable for any related customs duties, taxes or VAT, which may be payable.

Guarantee Procedure
This guarantee will be granted when the appliance in question is returned. The manufacturer shall accept no product whatsoever, of which no prior notice has been received.

Conditions for waiving the guarantee
This guarantee shall apply to defects in products resulting only from improper materials or workmanship, related to its normal use. It shall not cover:
• Damages resulting from transportation and handling;
• Damages caused by natural calamities, such as fire, floods, storms, earthquakes or lightning;
• Damages caused by incorrect voltage, accidental breakage or water; beyond the control of the manufacturer;
• Damages caused by unauthorized system incorporation, changes, modifications or surrounding objects:
• Damages caused by peripheral appliances (unless such peripheral appliances have been supplied by the manufacturer:
• Defects caused by inappropriate surrounding of installed products;
• Damages caused by failure to use the product for its normal purpose;
• Damages caused by improper maintenance;
• Damages resulting from any other cause, bad maintenance or product misuse.
In the case of a reasonable number of unsuccessful attempts to repair the product, covered by this guarantee, the manufacturer's liability shall be limited to the replacement of the product as the sole compensation for breach of the guarantee. Under no circumstances shall the manufacturer be liable for any special, accidental or consequential damages, on the grounds of breach of guarantee, breach of agreement, negligence, or any other legal notion.

Waiver
This Guarantee shall contain the entire guarantee and shall be prevailing over any and all other guarantees, explicit or implicit (including any implicit guarantees on behalf of the dealer, or adaptability to specific purposes), and over any other responsibilities or liabilities on behalf of the manufacturer. The manufacturer does neither agree, nor empower, any person, acting on his own behalf, to modify or alter this Guarantee, nor to replace it with another guarantee, or another liability with regard to this product.

Unwarranted Services
The manufacturer shall repair or replace unwarranted products, which have been returned to its factory, at its sole discretion under the conditions below. The manufacturer shall accept no products for which no prior notice has been received.

- The products, which the manufacturer deems repairable, will be repaired and returned.
- The manufacturer has prepared a price list and those products, which can be repaired, shall be paid for every repaired appliance.
- The closest equivalent product, available at the time, shall replace the products manufacturer deems irreparable. The current market price shall be charged for every replaced product.

Warnings

Before using the LED62 Keypad, please ensure that you have read and understood the following instructions. Always ensure that the LED62 Keypad is operated correctly.

Do not attempt to disassemble or alter any part of the equipment that is not expressly described in this guide. Internal inspections, alterations and repairs should be conducted by qualified service personnel only.

Do not use substances containing alcohol, benzene, thinners or other flammable substances to clean or maintain the equipment. The use of these substances may lead to fire.

Do not allow liquids to enter the interior. The equipment is not waterproof.

Disclaimer

The manufacturer reserves the right to change the specifications of the equipment described in this manual without notice.

This document contains information proprietary to the manufacturer. No part of this publication may be reproduced, photocopied, stored on a retrieval system or transmitted, without prior written permission of the manufacturer.

While every effort has been made to ensure that the information in this manual is accurate and complete, no liability can be accepted for any errors or omissions.

ATTENTION

This manual contains information on limitations regarding product use and function, as well as information on the limitations as to liability of the manufacturer.
The entire manual should be carefully read!

LED62 General Description

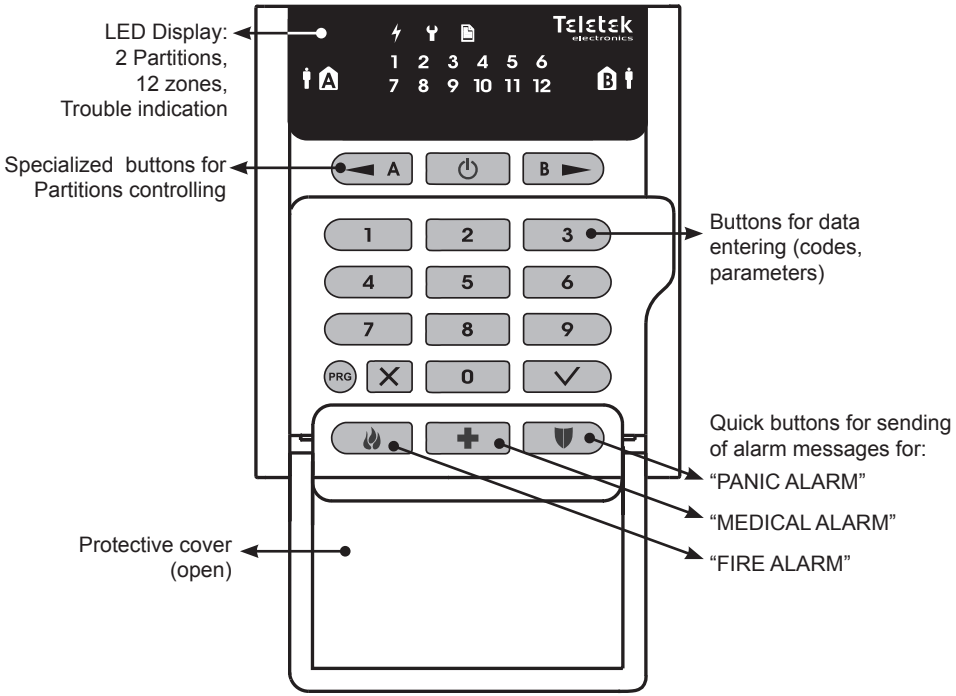
General Description

The LED62 is a keyboard designed for programming and controlling of CA62, CA60plus* and CA40* control panels. The keyboard provides system status information to the user.

The control panel can be fully programmed from the LED62. A LED indication of the keyboard visualizes the current system status and alarm events information.

A sound buzzer informs the user about correct and incorrect button entries as well as activated alert.

** **Note:** The functionality of LED62 keyboard is partially limited when connected to CA60plus or CA40 control panels - only Partition A and zones from to 6 are available for the user.*



LED62 Keyboard - Front view (open protective cover)

LED Indication

LED62 keyboard provides LED indications, which can be divided into three groups:

❶ For the Partitions status and the ARMING Mode;

❷ For the status of the control panel;

❸ For the status of the zones.

❶ LED Indication for the Partitions status and the ARMING Mode

Describes the status of Partition A and B in the system, and also the type of ARMING Mode - “Full ARM” (see page 8), “Stay ARM” (see page 8) and “Instant ARM” (see page 9).

The two Partitions in the system are indicated with a “house” symbol with a capital letter (Partition A with A and Partition B with B). The type of the ARMING mode is indicated with a “man” symbol, respectively for Partition A on the left side (A) and for Partition B - on the right side (B).

Symbol	Indication	Description
A B	OFF	Partition A / Partition B is not ready for ARMING - there are activated detectors in the system, open zones; or the respective group is not available in the system.
A B	ON (green)	Partition A / Partition B is ready for ARMING - there are no activated detectors or open zones. *Note: The “Partition A” symbol blinks in green during User or Manager programming operation.*
A B	ON (red)	Partition A / Partition B is ARMED, regardless of the ARMING Mode.
A B	Blinking (red)	Exit time for leaving the premises in Partition A / Partition B is running.
	OFF	Partition A / Partition B is DISARMED, or is under “Full ARM” Mode.
	ON (green)	Partition A / Partition B is under “Stay ARM” Mode.
	ON (red)	Partition A / Partition B is under “Instant ARM” Mode.

Example:

***“Partition A” symbol lights in green, symbol “man” lights off**, means that the Partition A is DISARMED and is ready for ARMING.*

***“Partition B” symbol lights in red, symbol “man” lights in green**, means that Partition B is under “Stay ARM” Mode. **The LEDs for zones 9 and 10 are blinking slowly**, means that these zones are bypassed and there are still people staying in some premises of Partition B.*

ATTENTION: Only CA62 control panel can support working with both Partitions A and B at the same time!

❷ Indication for the status of the control panel

The status of the control panel is visualized with the following LED indication:

Symbol	Indication		Description
"Lightning" (green)	ON		Power supply 220 VAC.
	OFF		No power supply 220 VAC.
	Blinking	Fast	Engineer programming mode*.
"Wrench" (red)	ON		Technical trouble review mode.
	OFF		No technical troubles in the system, including TAMPER from zones.
	Blinking	Slowly	Technical trouble in the system - see page 11.
		Fast	Engineer programming mode*.
"Page" (yellow)	ON		Memory LOG - see pages 12 and 17.
	OFF		No memory LOG events.
	Blinking	Fast	Engineer programming mode*.

❸ Indication for the status of the zones

The status of the zones is visualized with the following LED indication:

Zones**	Indication		Description
(red) 1, 2…12	ON		Technical trouble in the respective zone - the zone number light on in red - see page 12.
	OFF		No activated detectors in the zone, or this zone is not available in the system.
	Blinking	Slowly	The respective zone is Bypassed - the number of the bypassed zone is blinking slowly - see pages 13, 18.
		Fast	Opening (activating) of a zone - the number of the opened zone is blinking fast.

Buttons backlight

The LED62 keyboard is equipped with green backlight of the buttons. The backlight is activated easily with pressing of a random button, opening of "Entry-Exit" or "Follow" type zones.

** Engineer programming mode - symbols "Lightning", "Wrench" , "Page" and "Partition A" are blinking together.*

*** Indication and working with all 12 zones is supported only from CA62 control panel. With CA-60plus and CA40 control panels only zones from 1 to 6 are available.*

Keypad Sounder

There are seven different sound combinations that indicate seven different conditions:

Signalization	Description
Button	Single short beep indicating the pressing of a key.
Confirmation	Two long sound signals, indicating the system confirmation to executed operation.
Rejection	A single long beep, indicating system incorrectly executed operation.
Entry time	Continuous beep, indicating intrusion into an entrance zone.
Exit time	Short beeps, indicating the system is armed and the user is required to leave the entrance zone. Ten seconds before the exit time is over beep frequency increases.
Technical trouble	Two short beeps at every 20 sec, indicating a technical trouble. To stop the signalization press sequentially the buttons ✓ → ✗.
Chime	Short beeps with subsequently increasing period, indicating intrusion into a zone with an activated chime option.

Buttons

Button	Function
	ARM Button. ARMING of Partition A, Partition B or both of them - the functionality of the button is programmed from the installer.
	Review of the Memory LOG or Technical troubles in the system. ARMING of Partition A - the functionality of the button is programmed from the installer.
	Review of the Memory LOG or Technical troubles in the system. ARMING of Partition B - the functionality of the button is programmed from the installer.
	Confirmation of the entered data (ENTER Button). Single press for viewing the technical troubles in the system.
	Rejection of the entered data. Cancelling the current operation (CANCEL Button).
	Entering into Manager or User Programming Menu.
	Sending of alarm message for “FIRE ALARM”.
	Sending of alarm message for “MEDICAL ALARM”.
	Sending of alarm messages for “PANIC ALARM”.
	Used to enter different digital data, for example personal user or manager access codes, settings, menu addresses, etc.

LED62 Keypad Operation

Arming of Partition A

The system can be ARMED, when the symbols for “Partition A” and/ or “Partition B” light on in green.

Note: The ARMING sequence depends on the model of the control panel and the programmed parameters in the Engineer Menu! Ask your installer which of the described below ARMING variants you have to use!

ATTENTION: Only CA62 control panel can support working with both Partitions A and B at the same time!

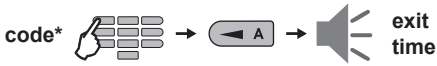
“Full ARM” Mode of Partition A

Full arming means all zones are secured. Anyone going into the entrance zone is required to enter a valid code*. Otherwise the alarm is started after the entry time is up.

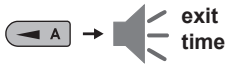
❶ ***ARMING VARIANT*** *for “Full ARMING” of Partition A*
(with choosing the type of the ARMING Mode - ***default setting****):*

❷ ***ARMING VARIANT*** *for “Full ARMING” of Partition A*
(quick ARMING without user code with choosing the ARMING Mode type - ***default setting****):*

❸ ***ARMING VARIANT*** *for “Full ARMING” of Partition A*
(without choosing the type of the ARMING Mode - ***programmed from the installer****):*



❹ ***ARMING VARIANT*** *for “Full ARMING” of Partition A*
(quick ARMING without user code and ARMING Mode type - ***programmed from the installer****):*



At the end of the “Full ARM” procedure, regardless of the used arming variant, the symbol “Partition A” lights on in red, and the symbol “man” is off.

“Stay ARM” Mode of Partition A

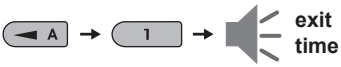
Stay arm means the user is allowed to remain in certain zones after the system is armed but the entrance zone is secured. Anyone going into the entrance zone is required to enter a valid code*. Otherwise the alarm is started after the entry time is up.

Note: *Certain users may not be permitted to ARM the system in “Stay ARM” Mode.*

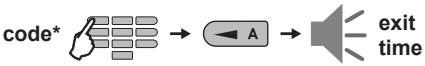
** To the user code are assigned rights to operate with Partition A, otherwise the system will reject the operation.*

❶ ***ARMING VARIANT*** *for "Stay ARMING" of Partition A*
*(with choosing the type of the ARMING Mode - **default setting**):*

❷ ***ARMING VARIANT*** *for "Stay ARMING" of Partition A*
*(quick ARMING without user code with choosing the ARMING Mode type - **default setting**):*



❸ ***ARMING VARIANT*** *for "Stay ARMING" of Partition A*
*(without choosing the type of the ARMING Mode - **programmed from the installer**):*



❹ ***ARMING VARIANT*** *for "Stay ARMING" of Partition A*
*(quick ARMING without user code and ARMING Mode type - **programmed from the installer**):*

At the end of the "Stay ARM" procedure, regardless of the used arming variant, the symbol "Partition A" lights on in red, and the symbol "man" lights on in green. The LEDs of the bypassed zones, which are not armed blinking slowly.

"Instant ARM" Mode of Partition A

Instant arm means the user is allowed to remain in certain zones after the system is armed but the entrance zone is secured. Any intrusion into the entrance zone immediately starts the alarm.

❶ ***ARMING VARIANT*** *for "Instant ARMING" of Partition A*
*(with choosing the type of the ARMING Mode - **default setting**):*

❷ ***ARMING VARIANT*** *for "Instant ARMING" of Partition A*
*(quick ARMING without user code with choosing the ARMING Mode type - **default setting**):*

❸ ***ARMING VARIANT*** *for "Instant ARMING" of Partition A*
*(without choosing the type of the ARMING Mode - **programmed from the installer**):*

❹ ***ARMING VARIANT*** *for "Instant ARMING" of Partition A*
*(quick ARMING without user code and ARMING Mode type - **programmed from the installer**):*

** **Note:** To the user code are assigned rights to operate with Partition A, otherwise the system will reject the operation.*

At the end of the “Instant ARM” procedure, regardless of the used arming variant, the symbols “Partition A” and “man” light on in red. The LEDs of the bypassed zones, which are not armed blinking slowly.

Arming of Partition B

ARMING of the Partition B in the system is done in the same way, as shown above for the Partition A, but the user presses the B button. The user must have a valid code for Partition B.

When the system is used to protect two independent sites, it is possible also to arm Partition A in one ARMING Mode and Partition B in another.

Arming Both Partition A and B

For ARMING both Partitions A and B together, the user can use the (ARM) button, when this function is programmed from the Installer.

Note: *With the ARM Button the user can arm the system only in “Full ARM” Mode. The user must have a valid code with rights to operate in both Partition A and B.*

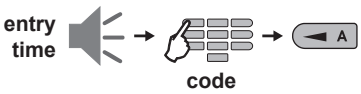
ARMING Both Partition A and B in “Full ARM” Mode (programmed from the installer):

DISARMING of Partition A, Partition B or Both Partitions

Going into the entrance zone the user must introduce his personal code. A continuous sound signal indicates intrusion in the entry zone and entry time starts running.

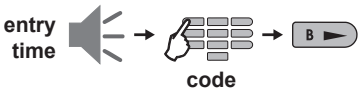
Note: *Certain users may not be permitted to disarm the system.*

Disarming of Partition A



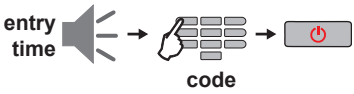
Note: *To the user code are assigned rights to operate with Partition A, otherwise the system will reject the operation!*

Disarming of Partition B



Note: *To the user code are assigned rights to operate with Partition B, otherwise the system will reject the operation!*

Disarming Both Partitions A and B



Note: *To the user code are assigned rights to operate with both Partitions A and B, otherwise the system will DISARM only that Partition for which the User code are assigned rights!*

Stopping the Alarm

The alarm is stopped by entering a valid personal code with assigned rights to operate with both Partitions in the system.

ATTENTION: If you cannot stop the alarm using a valid user with assigned rights to operate with both Partitions, call the Engineer and your system technical support!

Panic Buttons

Using the panic buttons the user can send alarm signals to the control panel without sounding the siren. *To send an alarm signal:*

- Press and hold for 2 seconds the button to send a FIRE alarm signal.
- Press and hold for 2 seconds the button to send a MEDICAL alarm signal.
- Press and hold for 2 seconds the button to send a PANIC alarm signal.

Ambush Code

The ambush code is a personal code that disarms the system but still sends an alarm signal to the station to indicate that the user has been forcefully made to disarm the system.

The ambush code is produced from a personal code by increasing the last digit by one. If the last digit is 9, it is replaced by 0.

Example: *Personal code: 4615 → Ambush code: 4616*
Personal code: 4619 → Ambush code: 4610

Technical troubles review

The technical troubles in the system are indicated with slowly blinking symbol “wrench” .

To review the technical troubles in a system with CA62 control panel the user has just to press the button. The symbol lights up steady and a lighting zone number shows the type of the technical trouble - see the table below. The system will automatically exit the technical trouble review mode after 30 seconds. The technical trouble sound signalization will stop, but the symbol “wrench” will proceed blinking until the technical trouble is eliminated.

To review the technical troubles in a system with CA40 or CA60plus control panels the user has to enter a valid code first:

Every lighting up digit on the display indicates one technical trouble:

LED	Technical trouble
1	No 220 V power supply
2	Battery charge level is low
3	Fuse burned
4	No telephone line
5	No communication available
6	Active TAMPER within the system

USER'S Programming Menu

General rules for entering and programming parameters in the USER'S Menu

Step 1: Enter a valid user code → **4** or **6** digits

Step 2: Single press the **PRG** button → (PRG)

Step 3: Enter an address number → **(1 digit -** see the table in the Supplement A, page 25)

Step 4: Change the parameter value

Step 5: Confirm the change with → ✓ button / or reject it with → ✕ button

Exit from the USER Programming Menu → press several times ✕ button

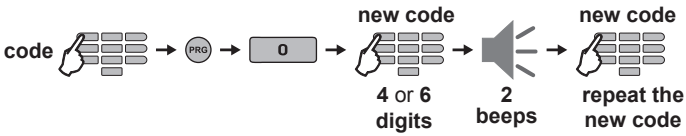
The blinking symbol "Partition A" shows that the system is in User programming mode.

Note: *Certain users may not be permitted to program the system.*

Changing Own User Code

The user is required to enter his current personal code before changing it.

Sequence of operations for changing user code:



Memory LOG Review from User

To review the memory LOG file the user has to enter a valid code:

Press the ✓ button to see more information on a zone or a user number. Information on the events, as well as the zone numbers and the users, is presented in binary-hexadecimal form. Use the table in the Supplement B, on page 26, to interpret them.

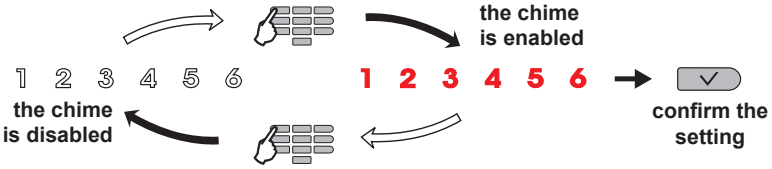
Chime Enabling / Disabling from User

To enter into chime enable / disable programming mode the user is required to enter a valid code.
Chime enable / disable button sequence:

Pressing any numeric button alternatively changes the state of the chime from ***enabled*** *(the zone LEDs 1-6 light on)* to ***disabled*** *(the zone LEDs 1-6 light off)* and vice versa. The selected state is confirmed by pressing the ✓ button.

By default the chime is disabled - LEDs for zones 1 - 6 light off.

Chime enabled/disabled state button sequence:



Zone Bypassing from User

To execute a bypass operation the user is required to enter a valid code:

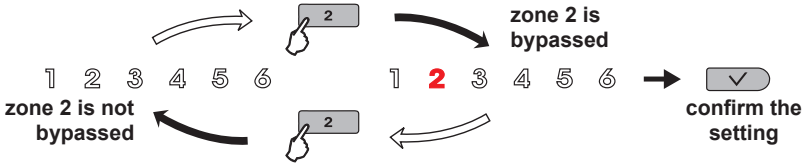
Pressing a numeric button bypasses the respective zone. The display LED, corresponding to the zone number, lights up permanently. Pressing the same button once again de-bypasses the zone and the LED goes out. The selected programming is confirmed by pressing the ✓ button.

ATTENTION: To bypass zones 10, 11 and 12 you have to use special button combinations.

- To bypass **Zone 10** use button combination ⏻ + 0 .
- To bypass **Zone 11** use button combination ⏻ + 1 .
- To bypass **Zone 12** use button combination ⏻ + 2 .

Note: *Certain users may not be permitted to bypass zones in the system.*

Bypassing zone button sequence *(zone 2 in the example)**:***



All bypassed zones will be restored (de-bypassed) with the next DISARMING of the system.

MANAGER'S Programming Menu

General rules for entering and programming parameters in the MANAGER'S Menu

Step 1: Enter a valid manager code* → **4** or **6** digits

Step 2: Single press the **PRG** button → PRG

Step 3: Enter an address number → **(3 digits -** see the table in the Supplement A, page 21)

Step 4: Change the parameter value

Step 5: Confirm the change with → ✓ button / or reject it with → ✕ button

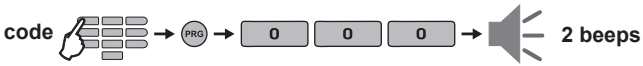
Exit from the MANAGER Programming Menu → press several times ✕ button

***Note:** Up to 4 manager codes can be programmed to CA62 control panel.*

The blinking symbol "Partition A" shows that the system is in Manager programming mode.

Changing User Rights for Remote Access

To change the user rights for remote access, the manager is required to enter his personal code first:



The display indicates the respective operations the user is allowed to execute. The lit numbers indicate the permitted operations.

The rights for the user remote access, which the Manager can program are:

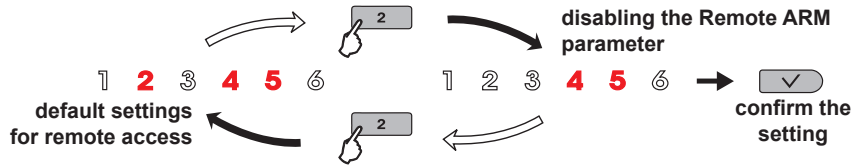
LED	Remote access rights
1	Remote DISARM
2	Remote ARM**
3	Remote Code Access
4	Remote Programming**
5	Remote LOG Review**
6	Remote Bypass

*** Default settings for remote access rights.*

Pressing a numeric button alternatively switches over the state of the respective remote access right from disabled to enabled.

The selected programming is confirmed by pressing the ✓ button.

User remote access rights programming button sequence:



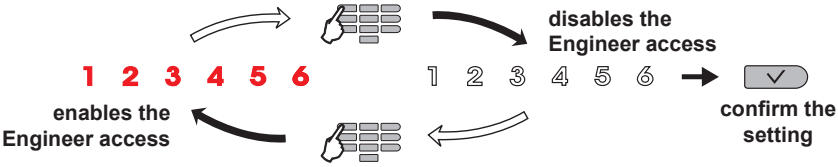
Enabling / Disabling the Engineer Code Access

To enable / disable the Engineer code right to access the Engineer programming menu, the Manager is required to enter a valid code first:

Pressing any numeric button alternatively changes the state of the parameter from ***enabled*** *(the zone LEDs 1-6 light on)* to ***disabled*** *(the zone LEDs 1-6 light off)* and vice versa. The selected state is confirmed by pressing the ✓ button.

By default the Engineer is allowed to enter the Engineer Menu - LEDs for zones 1 - 6 light on.

Engineer access enabled/disabled state button sequence:



Sending of “Comm. Manual test” message

At this address the Manager of the system can send a “Communication Manual Test” message to a central monitoring station or test message with the voice dialer VD60 (just in case there is integrated voice dialer VD60 to the CA62 control panel). The application of this function is to test the communication part in the system from the manager, without need of sending the Engineer to the site.

To send a “Comm. Manual Test” message, the manager is required to enter his personal code first:

The communicator will start transmitting test messages through the digital communicator to the central station first (if there are entered telephone numbers) and then through VD60 (if it is available in the system and there are entered telephone numbers).

The Manager can exit the menu by pressing the ✗ button.

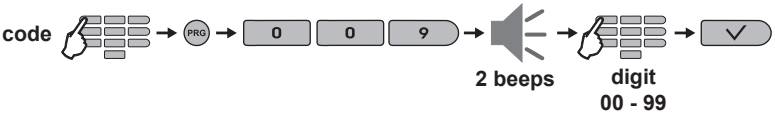
UDL Access Block

At this address the Manager enters a permissible number of valid access codes for UDL (ARM / DISARM / BYPASS / PC ID) for a 24 hour period.

Enter a number from 00 up to 99, as the default settings is **10 attempts**.

With reaching the permissible number of valid access codes, the system will be blocked - there would be no UDL communication. The UDL communication will be restored at 00:00h system time.

To enter a permissible number of codes, the manager is required to enter his personal code first:



Changing of User Codes

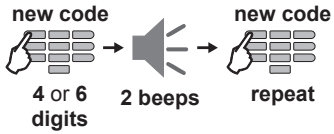
To change a user code the Manager is required to enter his personnel code first.

User code change button sequence:

LEDs 3, 4, 5 and 6 light up to indicate the number of code digits left to be entered.
Note: If 6-digit codes are used in the system, then LEDs 1, 2, 3, 4, 5 and 6 light up.

The manager is expected to enter the new user code.

Button sequence for entering new user code:



If the new code is repeated correctly the system will confirm it with a sound signal.

Changing of User Rights

To change the User rights the Manager is required to enter his personnel code first.

User rights change button sequence:

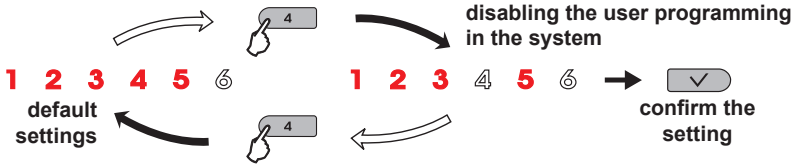
The display indicates the respective operations the user is allowed to execute. The lit numbers indicate the permitted operations:

LED	User's rights
1	DISARM*
2	Stay ARM*
3	Bypass*
4	Programming*
5	Working with PARTITION A*
6	Working with PARTITION B

Pressing a numeric button alternatively switches over the state of the respective user's right from disabled to enabled. The selected programming is confirmed by pressing the ✓ button.

** Default settings for User's rights.*
***NOTE:** Disabling all user rights will automatically erase the programmed code combination!*

User rights programming button sequence:



Changing of Manager Codes

Up to 4 different manager codes can be programmed in the CA62 control panel, i.e. there can be up to 4 Managers in the system - 1 Chief Manager and 3 sub-managers.

The changing of the different Manager codes can be done at different addresses in the system:

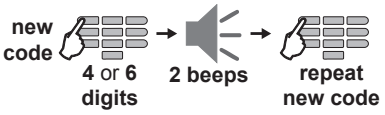
2 1 - Changing the Chief Manager code (see SUPPLEMENT A - ADDRESS 210)
2 2 - Changing the Manager code No1 (see SUPPLEMENT A - ADDRESS 220)
2 3 - Changing the Manager code No2 (see SUPPLEMENT A - ADDRESS 230)
2 4 - Changing the Manager code No3 (see SUPPLEMENT A - ADDRESS 240)

To change his code the manager is required to enter his current manager code before changing it.

Manager code change button sequence:

LEDs 3, 4, 5 and 6 light up to indicate the number of code digits left to be entered.
Note: If 6-digit codes are used in the system, then LEDs 1, 2, 3, 4, 5 and 6 light up.
The manager is expected to enter his new code.

Button sequence for entering new manager code:



If the new code is repeated correctly the system will confirm it with a sound signal and the system will exit automatically from the Manager programming menu.

Changing of Manager Rights

To change his rights the manager is required to enter his current manager code.

Manager rights change button sequence:

Pressing a numeric button alternatively switches over the state of the respective manager's right from disabled to enabled. The display indicates the respective operations the manager is allowed to execute. The lit numbers indicate the permitted operations:

LED	Manager rights
5	Working with PARTITION A*
6	Working with PARTITION B*

** Default settings for Chief Manager in the system. For sub-managers No 1, 2 and 3 there are no programmed rights by default.*

NOTE: *Disabling all manager rights will automatically erase the programmed code combination!*

The selected programming is confirmed by pressing the ✓ button.

Memory LOG review from Manager

To review the memory LOG of events the manager is required to enter his code:

Press the ✓ button to see more information on a zone number or a user code. To go back to the memory LOG list press the ✓ button again. Use the table in the Supplement B, on page 26, to interpret them.

Chime Enabling / Disabling from Manager

To enter in the enable / disable chime mode, the manager is required to enter his code.

Chime enable/disable button sequence:

Pressing a numeric button alternatively switches over the state of the chime from disabled to enabled. The selected programming is confirmed by pressing the ✓ button.

By default the chime is disabled - LEDs for zones 1 - 6 light off. See also the example for chime enable / disable from User - page 12.

Zone Bypassing from Manager

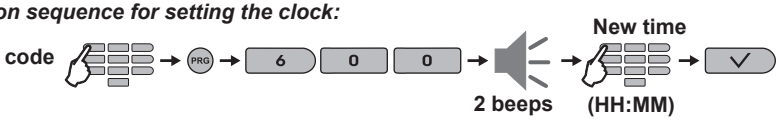
To execute a bypass operation the manager is required to enter a valid code:

Pressing a numeric button bypasses the respective zone. The display LED, corresponding to the zone number, lights up permanently. Pressing the same button once again de-bypasses the zone and the LED goes out. The selected programming is confirmed by pressing the ✓ button.
See also the example for zone bypassing from User - page 13.

Setting the Clock

To set the clock the manager is required to enter his personal code. The set entries are visualized in binary-hexadecimal form.

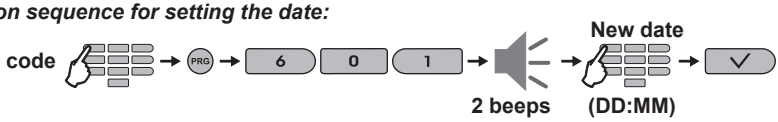
Button sequence for setting the clock:



Setting the Date

To set the date the manager is required to enter his personal code. The set entries are visualized in binary-hexadecimal form.

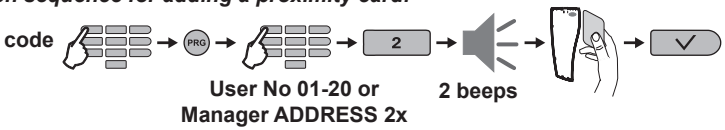
Button sequence for setting the date:



Adding a Proximity Card

To use proximity cards the system has to be equipped with a proximity card reader.

Button sequence for adding a proximity card:

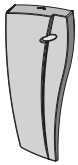


Deleting a Proximity Card

Button sequence for deleting a proximity card:

PR62 Proximity Card Reader Description

General Description



The PR62 Proximity Card Reader is designed to provide control of the CA62 control panel.

A reader LED indication visualizes the information about the reaction of the system to the proximity card commands.

A sound buzzer informs the user about correct and incorrect card operation.

LED Indication

The PR62 Proximity Card Reader is equipped with a bicolor LED located on the front cover. The information the LED provides is:

Color	Lights up	Blinks
green	Command confirmed	Activation warning
red	Command rejected	Technical trouble
yellow	-	Ready to ARM

Sound Signalization

The proximity card reader emits six different sound combinations that indicate the six different states of the system:

Signalization	Description
Confirmation	Two long sound signals, indicating the system confirmation to executed operation.
Rejection	A single long beep, indicating system incorrectly executed operation.
Activation warning	Short beeps preceding the execution of an ARMING command.
Entry time	Continuous beep, indicating intrusion into an entrance zone.
Exit time	Short beeps, indicating the system is armed and the user is required to leave the entrance zone. Ten seconds before the exit time is over beep frequency increases.
Technical trouble	Two short beeps, indicating a technical problem.

ARMING with a Proximity card

The system must be equipped with a PR62 Proximity Card Reader for ARMING with a proximity card. Using a proximity card the user can ARM the system only in “Full ARM” mode.

To ARM the system place the proximity card and held it in front of the reader for 4 - 5 seconds. The indication of the reader must be monitored - warning signal for activation.

Where the card is successfully identified the reader emits an interrupted beep counting down exit time for the armed premises.

DISARMING with a Proximity card

The system must be equipped with a PR62 Proximity Card Reader for DISARMING with a proximity card. To DISARM the system, the proximity card must be placed and held in front of the reader, until a confirmation beep is emitted and the reader LED lights in green.

System Checklist - Fill in from the Installer

Zones Description

Zone 1	Type: Room:	Zone 7	Type: Room:
Zone 2	Type: Room:	Zone 8	Type: Room:
Zone 3	Type: Room:	Zone 9	Type: Room:
Zone 4	Type: Room:	Zone 10	Type: Room:
Zone 5	Type: Room:	Zone 11	Type: Room:
Zone 6	Type: Room:	Zone 12	Type: Room:

PGM Outputs Description

PGM1		PGM3	
PGM2		SIREN	

System Timers

Exit time (sec.)	
Entry time (sec.)	
Siren will be activated for (min.)	

Installer:.....

Service:.....

Tel./Fax: .....

NOTES:

.....

.....

.....

.....

.....

SUPPLEMENT A - Manager Programming Menu

Address	Manager Menu	LED 1	LED 2	LED 3	LED 4	LED 5	LED 6
000	Remote access	DISARMING	ARMING	Code Access	Programming	View LOG	Bypass
001	Engineer access code	DISABLED - LEDs OFF			ENABLED - LEDs ON		
002	Comm. manual test	Sending of test messages to central monitoring station or test message with the voice dialer VD60.					
009	UDL access block	Enter a number from 00 to 99. Default setting **- 10 attempts.**					
010	User code 1 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
011	User code 1 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
012	Adding a proxi card	Put the card close to the proximity reader.					
013	Deleting a proxi card	Press the ENT button to delete a card.					
020	User code 2 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
021	User code 2 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
022	Adding a proxi card	Put the card close to the proximity reader.					
023	Deleting a proxi card	Press the ENT button to delete a card.					
030	User code 3 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
031	User code 3 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
032	Adding a proxi card	Put the card close to the proximity reader.					
033	Deleting a proxi card	Press the ENT button to delete a card.					
040	User code 4 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
041	User code 4 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
042	Adding a proxi card	Put the card close to the proximity reader.					
043	Deleting a proxi card	Press the ENT button to delete a card.					
050	User code 5 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
051	User code 5 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
052	Adding a proxi card	Put the card close to the proximity reader.					
053	Deleting a proxi card	Press the ENT button to delete a card.					

Address	Manager Menu	LED 1	LED 2	LED 3	LED 4	LED 5	LED 6
060	User code 6 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
061	User code 6 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
062	Adding a proxi card	Put the card close to the proximity reader.					
063	Deleting a proxi card	Press the ENT button to delete a card.					
070	User code 7 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
071	User code 7 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
072	Adding a proxi card	Put the card close to the proximity reader.					
073	Deleting a proxi card	Press the ENT button to delete a card.					
080	User code 8 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
081	User code 8 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
082	Adding a proxi card	Put the card close to the proximity reader.					
083	Deleting a proxi card	Press the ENT button to delete a card.					
090	User code 9 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
091	User code 9 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
092	Adding a proxi card	Put the card close to the proximity reader.					
093	Deleting a proxi card	Press the ENT button to delete a card.					
100	User code 10 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
101	User code 10 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
102	Adding a proxi card	Put the card close to the proximity reader.					
103	Deleting a proxi card	Press the ENT button to delete a card.					
110	User code 11 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
111	User code 11 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
112	Adding a proxi card	Put the card close to the proximity reader.					
113	Deleting a proxi card	Press the ENT button to delete a card.					

120	User code 12 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
121	User code 12 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
122	Adding a proxi card	Put the card close to the proximity reader.					
123	Deleting a proxi card	Press the ENT button to delete a card.					
130	User code 13 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
131	User code 13 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
132	Adding a proxi card	Put the card close to the proximity reader.					
133	Deleting a proxi card	Press the ENT button to delete a card.					
140	User code 14 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
141	User code 14 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
142	Adding a proxi card	Put the card close to the proximity reader.					
143	Deleting a proxi card	Press the ENT button to delete a card.					
150	User code 15 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
151	User code 15 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
152	Adding a proxi card	Put the card close to the proximity reader.					
153	Deleting a proxi card	Press the ENT button to delete a card.					
160	User code 16 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
161	User code 16 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
162	Adding a proxi card	Put the card close to the proximity reader.					
163	Deleting a proxi card	Press the ENT button to delete a card.					
170	User code 17 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
171	User code 17 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
172	Adding a proxi card	Put the card close to the proximity reader.					
173	Deleting a proxi card	Press the ENT button to delete a card.					

Address	Manager Menu	LED 1	LED 2	LED 3	LED 4	LED 5	LED 6
180	User code 18 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
181	User code 18 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
182	Adding a proxi card	Put the card close to the proximity reader.					
183	Deleting a proxi card	Press the ENT button to delete a card.					
190	User code 19 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
191	User code 19 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
192	Adding a proxi card	Put the card close to the proximity reader.					
193	Deleting a proxi card	Press the ENT button to delete a card.					
200	User code 20 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
201	User code 20 Attributes	DISARM	STAY	BYPASS	PROGRAM	Partition A	Partition B
202	Adding a proxi card	Put the card close to the proximity reader.					
203	Deleting a proxi card	Press the ENT button to delete a card.					
210	Chief Manager code (0000)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
211	Chief Manager code Attributes					5. Partition A	6. Partition B
212	Adding a proxi card	Put the card close to the proximity reader.					
213	Deleting a proxi card	Press the ENT button to delete a card.					
220	Manager code 1 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
221	Manager code 1 Attributes					5. Partition A	6. Partition B
222	Adding a proxi card	Put the card close to the proximity reader.					
223	Deleting a proxi card	Press the ENT button to delete a card.					
230	Manager code 2 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
231	Manager code 2 Attributes					5. Partition A	6. Partition B
232	Adding a proxi card	Put the card close to the proximity reader.					
233	Deleting a proxi card	Press the ENT button to delete a card.					

240	Manager code 3 (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
241	Manager code 3 Attributes					5. Partition A	6. Partition B
242	Adding a proxi card	Put the card close to the proximity reader.					
243	Deleting a proxi card	Press the ENT button to delete a card.					
300	Display memory LOG	Memory LOG file review.					
400	CHIME enable / disable	DISABLED - LEDs OFF			ENABLED - LEDs ON		
500	Zones BYPASS	Press a number of a ZONE which you want to bypass. Use buttons 1 - 9 and combinations ARM+0 (Zone 10), ARM+1 (Zone 11) and ARM+2 (Zone 12),					
600	Setting the clock	Setting the clock (HH:MM). Default setting → **00:00**.					
601	Setting the date	Setting the date (DD:MM). Default setting → **01:01**.					

User Programming Menu

Address	User Menu	LED 1	LED 2	LED 3	LED 4	LED 5	LED 6
0	Change own code (- - - -)	Enter a 4 or 6 digit code (depends on the programmed on ADDRESS 1001 in the Engineer menu)					
1	Display memory LOG	Memory LOG file review.					
2	CHIME enable / disable	DISABLED - LEDs OFF			ENABLED - LEDs ON		
3	Zones BYPASS	Press a number of a ZONE which you want to bypass. Use buttons 1 - 9 and combinations ARM+0 (Zone 10), ARM+1 (Zone 11) and ARM+2 (Zone 12),					

(- - - -) means, that there are no set code combination

- Default settings.

SUPPLEMENT B - Table for Memory LOG Events

For convenience the table includes a graphic representation of the LEDs as they light up for the respective event. A black digit on a white background indicates an extinguished LED and a white digit on a black background indicates a lit up LED. Scroll from LED 1 to LED 6 to determine the correspondence between the event displayed on the keypad and the text in the table.

Example: Suppose the event displayed on the keypad is represented by a LED combination of 2, 3, 5 and 6. The table discloses the first LED 2 data entry. The next data entries disclose that of the first LED 3. Next comes the first data entry of LED 5 and finally comes the first data entry of LED 6. This is the data entry with the ordinal number of 27 "Quick arming".

LED Indication	Event number	Description	Zone/ User No
①②③④⑤❻	1	Burglary alarm type activated / Activated zone with AUX attribute "24h Burglary"	Zone No
①②③④❺⑥	2	Burglary alarm type deactivated / Restored zone with AUX attribute "24h Burglary"	Zone No
①②③④❺❻	3	Fire type alarm event in xx zone	Zone No
①②③❹⑤⑥	4	Fire type restoring event in xx zone	Zone No
①②③❹⑤❻	5	Panic type alarm event in xx zone	Zone No
①②③❹❺⑥	6	Panic type restoring event in xx zone	Zone No
①②③❹❺❻	7	Tamper type alarm event in xx zone	Zone No
①②❸④⑤⑥	8	Tamper type restoring event in xx zone	Zone No
①②❸④⑤❻	9	Medical type alarm event in xx zone	Zone No
①②❸④❺⑥	10	Medical type restoring event in xx zone	Zone No
①②❸④❺❻	11	Burglary Alarm type xx zone bypass	Zone No
①②❸❹⑤⑥	12	Burglary Alarm type xx zone bypass restoring	Zone No
①②❸❹⑤❻	13	Fire type xx zone bypass	Zone No
①②❸❹❺⑥	14	Fire type xx zone bypass restoring	Zone No
①②❸❹❺❻	15	Panic type xx zone bypass	Zone No
①❷③④⑤⑥	16	Panic type xx zone bypass restoring	Zone No
①❷③④⑤❻	17	Tamper type xx zone bypass	Zone No
①❷③④❺⑥	18	Tamper type xx zone bypass restoring	Zone No
①❷③④❺❻	19	Medical type xx zone bypass	Zone No
①❷③❹⑤⑥	20	Medical type xx zone bypass restoring	Zone No
①❷③❹⑤❻	21	Disarm by xx user	User No
①❷③❹❺⑥	22	Remote disarming by xx user	User No
①❷③❹❺❻	23	Disarming by key-switch in xx zone	Zone No
①❷❸④⑤⑥	24	Arming by xx user	User No
①❷❸④⑤❻	25	Remote arming by xx user	User No
①❷❸④❺⑥	26	Arming by key-switch in xx zone	Zone No
①❷❸④❺❻	27	Quick arm type arming	-

①❷❸❹⑤⑥	28	Program mode entry	-
①❷❸❹⑤❻	29	Program mode exit	-
①❷❸❹❺⑥	30	Entering ambush code by xx user	User No
①❷❸❹❺❻	31	Telephone line failure	-
❶②③④⑤⑥	32	Recovery of faulty telephone line	-
❶②③④⑤❻	33	Unsuccessful communication	-
❶②③④❺⑥	34	Periodic test message communication	-
❶②③④❺❻	35	Digital communicator manual test	Manager No
❶②③❹⑤⑥	36	Fuse blown	-
❶②③❹⑤❻	37	Restored fuse	-
❶②③❹❺⑥	38	System default RESET	-
❶②③❹❺❻	39	Loss of 220 V AC power supply	-
❶②❸④⑤⑥	40	Restored 220 V AC power supply	-
❶②❸④⑤❻	41	Low battery charge level	-
❶②❸④❺⑥	42	Restored battery charge level	-
❶②❸④❺❻	43	Activated zone with attribute “Write to log”	Zone No
❶②❸❹⑤⑥	44	Restored zone with attribute “Write to log”	Zone No
❶②❸❹⑤❻	45	Activated zone with AUX attribute “24h Burglary”	Zone No
❶②❸❹❺⑥	46	Activated zone with AUX attribute “Battery Low”	Zone No
❶②❸❹❺❻	47	Activated zone with AUX attribute “Gas detector”	Zone No
❶❷③④⑤⑥	48	Activated zone with AUX attribute “Water leakage”	Zone No
❶❷③④⑤❻	49	Activated zone with AUX attribute “AC lost”	Zone No
❶❷③④❺⑥	50	Activated zone with AUX attribute “GSM link trouble”	Zone No
❶❷③④❺❻	51	Activated zone with AUX attribute “Refrigeration”	Zone No
❶❷③❹⑤⑥	52	Activated zone with AUX attribute “Loss of heat”	Zone No
❶❷③❹⑤❻	53	Activated zone with AUX attribute “Foil Break”	Zone No
❶❷③❹❺⑥	54	Activated zone with AUX attribute “Low bottled gas level”	Zone No
❶❷③❹❺❻	55	Activated zone with AUX attribute “High temperature”	Zone No
❶❷❸④⑤⑥	56	Activated zone with AUX attribute “Low temperature”	Zone No
❶❷❸④⑤❻	57	Restored zone with AUX attribute “Battery low”	Zone No
❶❷❸④❺⑥	58	Restored zone with AUX attribute “Gas detector”	Zone No
❶❷❸④❺❻	59	Restored zone with AUX attribute “Water leakage”	Zone No
❶❷❸❹⑤⑥	60	Restored zone with AUX attribute “AC lost”	Zone No
❶❷❸❹⑤❻	61	Restored zone with AUX attribute “GSM link trouble”	Zone No
❶❷❸❹❺⑥	62	Restored zone with AUX attribute “Refrigeration”	Zone No
❶❷❸❹❺❻	63	Restored zone with AUX attribute “Loss of Heat” / “Foil break” / “Low bottled gas level” / “High temp.” / “Low temp.”	Zone No

Teletek
electronics

www.teletek-electronics.com
Address: Bulgaria, 1407 Sofia, 14A Srebarna Str.
Tel.: (+359 2) 9694 800, Fax: (+359 2) 962 52 13
e-mail: info@teletek-electronics.bg

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